

Pixel Art Guidelines

Visual Identity & Art Direction

The goal is to give the project a strong and coherent visual identity, with striking maps, each built around a dominant color tone that sets the mood of the entire environment.

We use a tile-based approach: every sprite (tree, grass, building...) is crafted individually and assembled later in-game to allow maximum flexibility and reuse of graphical elements.

Workflow & Collaboration

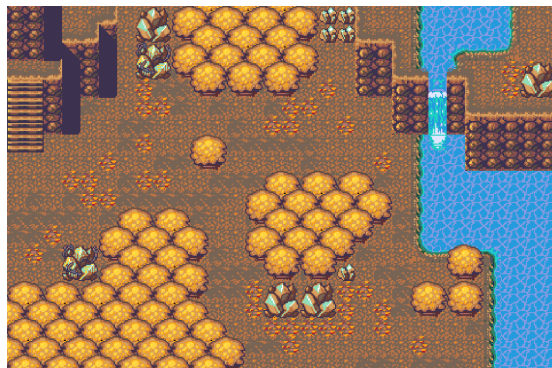
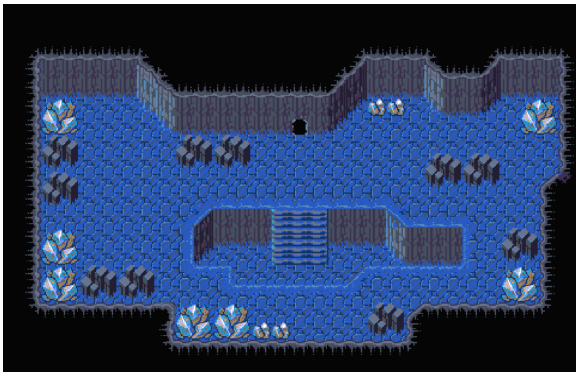
- Artists are encouraged to **assemble** sprites into mockups (e.g. full scenes, test maps) to visualize the global atmosphere.
- These mockups will help guide integration and level design.
- Share mockups and sprite sheets early with the team for feedback and iteration.
- We use Tiled to assemble our maps

Technical Specs

- Tile size: **16×16 px** (Human: 16px tall, Bush: 16px, Tree: 32px tall)
- Perspective: Top-down
- Outline: Light but visible outlines to give depth and definition
- Shadows: Soft and subtle, just enough to suggest form and space

Readability First

- Prioritize **readable** silhouettes
- Shapes must remain clear and understandable even at small resolutions
- A strong silhouette improves gameplay clarity and aesthetic consistency



Palettes

- Main Palette:



- Shadow Palette:






	90 78 68	#5A4E44
	64 51 83	#403353
	63 63 116	#3F3F74
	48 96 130	#306082
	142 82 82	#8E5252

Image Format

Use **`.png`** only for all game assets

> **`.webp`** can introduce compression artifacts that harm pixel clarity

> **`.png`** ensures pixel-perfect rendering and full compatibility

Spritesheets

Group related sprites in **one spritesheet** to simplify asset handling:

- Character + Animations – ``hero_spritesheet.png``
- Grass + Flowers – ``nature_ground_1.png``
- Potions (all types) – ``items_potions.png``

Benefits:

Improved loading speed - Lower memory usage - Easier project organization

Animations

- Basic Walk Cycle: 4 frames (up, down, left, right)
- Complex Animations: 6–8+ frames (e.g. bosses, spells, idle)
- Keep movement fluid and readable
- Emphasize pixel particles for impactful effects (e.g. hits, magic, interactions)



✨ When the task is done

- Upload your .png on the Drive [🔗 here](#)